IT SHOWED THE POWER OF CASTE IN THE OLD SOUTH.

High Play on a Mississippi River Boat The Prodigal Who Wanted to Regain His Place in the World-A Tragle Ending to a Romance.

There ain't much o' what you'd reely call gamblin' on the Mississippi boats nowadays," said Caleb Mix, the veteran bartender on the packet Natchez. "That is to say, it don't be what it was years ago.

Them days it was reckoned the correct thing for a gentleman to play in public an' even if there was professional gamblers in the game, which there was as a general thing, 'twa'n't reckoned no disgrace, even for high-toned aristocrats such as used to travel for pleasure on the boats, to set in with 'em. O' course, they didn't have nothin to do with the gamblers at any other time, an' it were reckoned the worst kind of a break for a gambler to claim acquaintance with a real gentleman on the stren'th of havin' played with him maybe all night the night afore.

"One man wasn't as good as another by a heap, an' everybody knowed it, an' kept his own place. An' there was one cur'ous thing about it, that a man could go down in the scale, if he didn't carry hisself right, without no difficulty, but there wasn't no way for him to work up. It were a aristocracy for sure, an' the differences at ween the different classes was as distinct as the difference atween a nigger an' a

"I reckon it were for that very reason because there wasn't never no doubt about the question o' social rank, that a gentleman never had no hesitation about playin' with a gambler. He knowed perfectly well that nobody was'n't likely to presume on any such acquaintance as that,

"There was a thing happened, though, on the old Creole Belie, one trip down the river, that showed how mistaken a man can be, even when he hain't no reason to pect it. I couldn't help feelin' sorry for the feller that went under, but he hadn't nobody but hisself to blame for it, an there wa'n't nothin' else to be expected.

"There was a big party on the Creok Belle that trip, for there'd been a weddin in Memphis, when a Mississippi planter's son had married a daughter o' one o' the first families in Tennessee, an' forty or fifty o' his friends an' relations had tray elled up the river to see the ceremony an take part in all the doin's there was to celebrate. An' the whole lot of 'em, includin the bride an' bridegroom, was on their

"Just naturally the party about owner the boat on the way back, an' there was music an' dancin' an' feastin' an' champagne drinkin' goin' on most o' the time An' there was card playin', too, plenty of it, an' pretty tall play at that.

"Just naturally, there was some gambler aboard. I mean professionals, for every body knowed about the weddin' an' the way young Grannison's friends was goin up the river to give him a send-off, an' the professionals wasn't slow to see that there'd be likely to be opportunity for them or

reckon there was seven or eight of em along, but I don't remember who they were except a young feller that called his self Paul Lamar, an' his pal, John Brinton. that was considerable older than him an' had been one o' the most successful gamblers on the river for ten or fifteen years. Lamar hadn't been travellin' with him until that season, an' nobody knowed much about him on the boats, but I beer'd after that Lamar wasn't his right name, an' that he'd been one o' the swells in New Orleans till the winter before.

"Peared he were a wild youngster, with nothin' particular against him, 'ceptin' that he were a leetle the most reckless feller in his set, an' had run through two fortunes afore he was 23 years old, havin' nobody to look after him f'm the time he were 15, 'ceptin' a guardeen that didn't know nor care much about him. 'Twa'n't no ways strange, I reckon, that he run wild, but it seems gamblin' ruined him, like it does a good many.

"There'd been a scandal in his club just bout this time, be'd superiorists."

about this time; he'd squandered the last o' his money, an' one o' the club members had accused him o' cheating. O' course, there were a duel, an' this here Lamar had killed his man, but that had only made things worse for him, for the other feller'd had more friends than he had, an' the charge

"He were cut dead by a lot o' the best people, on' bein' broke at the same timehe'd thrown up his hands an' gone plumb to the devil. Takin'a new name, he'd gone in with Brinton, an even those that hadn't believed that he cheated at the club was inclined to think he were guilty when they found he'd come to be a professional. '
"He was a handsome young felier an well educated an would puss for a gentleman anywhere, but ever since the duel he'd been drinkin' too hard, and a good many said he wouldn't less long even as a gambler. 'There was some o' the roel atistocrats on the boat, as I came to know later on, that knowed this here Lamar afore he took his new name, an' knowed all about him. Some of 'em was inclined to think he was all right, too, up to the time he went in with Brinton, an' they patied him more than they blamed him, but, a' course, as he d chose to cut loose they condin't recognize him no more as beth 'eneo' their kind. He'd lost easts, an while they was scrry for him they couldn't do nothin for him. 'One o' there planted was a cam named Boursidlan. He were one o' the idd French aristocracy that rather from a New Orleans family, but he'd tharfied and actitled up in Mississippi, where he had nighters and plantations chough to make him one of the rishest upon in the Sane. He were along the reshest upon in the Sane. "He were cut dead by a lot o' the best

the richest men in the State. He were about 40 years cad, happe a little cider an hewere a whose a wine real state that there as gar about 9 that was consted a great feels. Him an her had gone to Man-phis together as more shiftle from gone have here the feels gone the facts that have had a her more than a little in feel to the feels that it is a her size of the takes less a constant which is more size of the takes less a constant, they distributed by the feels and the feels of the feels of the feels.

SEQUEL TO A GAME OF POKER. than I ever seen it afore. They was playin' with ten-dollar gold pieces for chips, an' each man had a wad o' hundred-dollar bills in front of him that'd make your eyes

bills in front of him that'd make your eyes water.

"I reckon they must ha' had fifty thousand on the table, an' they was playin' no limit, so there was no tellin' how much any body was liable to lose. O' course Brinton an' Lamar was in the game for the money, an' I reckon if it had been necessary, they wouldn't have hesitated to stack the cards, or play any other trick they thought they could get away with, but Brinton had the name o' playin' a square game always, an' I knowed he used to lose sometimes putty heavy, so I reckon it was true.

"At the same time two players that is

"At the same time two players that is willin' to back each other up in a fivehanded game can usually get away with the other three without no crooked dealin', an' these two was a doin' of it that night.
"Millard had lost five or six thousand the first hour they played, an Bourdillon had lost some, though he had taken in four or five good pots that come near makin' him even, but the other feller must ha been fifteen or them.

but the other feller must ha' been fifteen or eighteen thousand behind when one o' them big struggles come up that makes the game o' draw poker as excitin' as a bull fight, even to them that's just lookin' on.

"I seen it, for I'd just come in to open a bottle o' wine for 'em when the cards was dealt, an' o' course I waited for the play before openin' it, so's to give 'em the wine sparklin'.

"It were Millard's deal an' there was

were Millard's deal an' there was about three hundred in the pot, for they was about three hundred in the pot, for they was playin' fifty jacks, an' it had been sweetened once or twice. Lamar had the first say an' he opened it right under the guns for

The next man dropped out, an' Bourdillon come in. That gave Brinton the next say and he raised it five hundred, makin' it eight for Millard to get in. He had three kings, an' thought they was worth the money, but Lamar came back with five It looked to me like it were a bluff an

he were leanin' on Brinton. O' course if Bourdillon dropped out, as he were likely to do against a double raise, an' Brinton should raise back, the chances was that Millard would drop too, an' there'd be about fourteen hundred dollars o' sucker

money in the pot, an' nobody to play for it but Brinton an' Lamar.

"Whether that were the play or not, I don't know, but if it was, it didn't go through that way. Bourdillon laughed when it that way. Bourdillon laughed when it come to him, an' he says: "It looks to me like I got you all hooked."

he shows up two thousand dollars, a raise of a thousand over the two Him havin' so much confidence showed

"Him havin' so much confidence showed Brinton that it were goin' to be a pretty large contract to whipsaw him out o' the game, an' he studies his hand for a minute an' lays down. I don't know what he had, but I reckon it were good poker.

"He left the play to Lamar, o' course, but he wan't in no position to help him much, 'ceptin' with a whipsaw, an' that were pretty dangerous under the circumstances.

"It put Millard in a pretty bad hole, too. His threes were pretty big to drop, but it would cost him fifteen hundred dollars to come in agan, with the chance o' two more raises, an' there wan't no tellin' what the draw might be. He skint his cards down again, an' studied an' studied, but finally he throwed in the money, an' waited for Lamar.

"Lamar didn't seem to see his way altogether clear, an' I think he was studyin' whether to raise again, for he looked at Bourdillon mighty sharp, but he were smilin' confident like, an' Lamar finally says.

"I reckon you must have a pat hand, but I'm goil' to try you' an' he throwed in his

"I reckon you must have a pat hand, but I'm goin' to try you,' an' he throwed in his thousand, makin' eight thousand dollars

"In the draw Lamar took two cards an

"In the draw Lamar took two cards an throwed in a chip, which, as I said, were ten dollars, before he looked. Bourdillon stood pat and Millard took two.

"Bourdillon raised it two thousand an' Millard looked hard to see if he'd caught any thing. He hadn't, so he threw down an' Lamar looked at his hand.

"I was lookin' at him close an' I reckon Bourdillon was, too, but I couldn't see no sign on his face. He p'tended to be studyin' hard, but after a minute or so he said, very slow:

I'll see your two an' go you five better, he counted out the money.
Bourdillon waited till it was all in an'
en he says:

"It'll cost you more than that to look at this hand." Then he counts all the money in front of him an' findin' on'y \$4,000, he digs for his wallet, an' empties it. for his wallet, an empties it.
"I raise you \$10,000," he says, findin' just about enough for that, an' Lamar's

yes gleamed.
"Pullin' out his wallet he shows a roll o' -dollar bills that surprised me though I knowed that the gamblers always though I knowed that the gamblers always went heeled unless they was in hard luck. "I raise you twenty-five, he said, an' Bourdillon stopped smilin "I recken you've caught fours,' he said, 'but I've got to call you. Only I have no more money with me. Is my card good

" Your card is good for any amount you like to name, said Lamar, interrupting him, but speakin' very polite, an' Bourdillon wrote an I. O. U. for the money and threw that in the pot. At the same time he showed down a ace full, but Lamar

said very quiet and polite:
"That's no good.' An' he laid four fives on the table.
"Well, that broke up the game, an' Bourdillon, sayin' good night as if nothin' had happened, strolled out on the deck. As he'd ordered the wine an' had evidently

for ordered the wine an had evidently forgotten all about it, and as nobody else was payin' any attention to me, I took my tray back to the bar, thinkin' there wa'n't nothin' doin' in my line. The others all got up an' walked away, an' I s'posed they'd all gone to bed. "About ten minutes later, though, Mr. Bourdillon walked into the barroom an' speakin' to me very pleasant, like he always

fid, he says. "I think I'll take a night cap, Cale." Sposin' you give me a small bottle.

"He were as cool as if he'd on'y lost 50 cents instead of near \$50,000, but I knowed well enough that even that money wa'r.

him young Lamer came in an' with the grand air that nobody but the real nesso.

"Mr Bourdillon, may I have the favor of a few moments' conversation with you?" An Mr Bourfillon hows very positic, an'

They didn't neither of 'em pay any mero attention to me than if I'd been a bestic. That was the way with the armeto.

alk over their private as if they was nothin the furnishin. Process the they didn't care, an' I reman

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wipe out the debt. You will be paid to

wipe out the debt. You will be paid tomorrow.'

"'Very well,' said Lamar. 'That is of
no consequence. I don't want your money,
but I do want something infinitely more
valuable. You said, just now, that you
would do anything you could to help me
to be a man again, but there is only one
thing you can do. Will you do it?

"What is it? said Bourdillon He had
drawn back his hand, and his manner had
changed entirely. It looked as if he almost
knew what Lamar was going to say, and
was refusing it in advance, but I thought
it was on'y because he was offended about
his I.O. U.

"You can let me marry your daughter.'

You can let me marry your daughter,' said Lamar. 'She loves me as I have always loved her, and it is for her sake that I want I saw her this afternoon and to reform. I saw her this afternoon and she said she would marry me if you would consent. No, don't answer me too quickly,' he went on, as Mr. Bourdillon opened his mouth as if to answer, 'I don't mean to ask you to let her marry me now. I will wait any time you say. I will go away and make a name and a reputation for myself and a home for her if you will let me take her to it when you are satisfied. She has promised to wait for me.'

"'Are you quite through?' said Bourdillon

" 'Are you quite through?' said Bourdillon when the other paused.
" 'Yes, that's all I can say,' said Lamar hittoric." bitterly

bitterly.

"'And you mean to tell me that you have talked to my daughter to-day? You, a river gambler, talked with my daughter?'

"'I did,' said Lamar. 'In fact, she spoke to me first. I would never have dared, but she is an angel. I know I have not been worthy of her, but—'

"'Say no more,' said Bourdillon, 'and understand, once for all, that I would rather see her lying dead than to see her touch your hand.'

your hand. "Lamar turned white. It was an awful blow, but it seemed to be what he had ex-pected. He bowed politely and said: "Is that positively the only answer you will ever make to me, no matter what I may do to redeem myself?"

"It certainly is," said Bourdillon.

"He was cold as ice when he spoke, but all of a sudden he jumped forward and reached out to grasp Lamar's hand.

"He was too late. The gambler had shot himself through the head."

## MARTIN THORN'S PISTOL.

Now Carried by a Detective -- Was in the

Death Chamber When Thorn Died. Detectives as a rule have no great fondness for weapons or other souvenirs of the criminal cases in which they have been concerned. Usually such things find their way into the Police Headquarters museum.

An exception to the rule is Detective Sergeant James Downing. He carries a neat little 32-calibre revolver with him in these days which has a history. It is the revolver with which Martin Thorn murdered Gieldensuppe, the Turkish bath rubber, in the house of Mrs. Augusta Nack at Woodside, just outside of Long Island

Downing had a large part. It was he and Detective Sergeant Frank Price who ar-rested Thorn, after days and nights of hard and apparently hopeless work, and finala confession from him and from was Downing who clinched the case

on Thorn by securing the revolver with which the murder was committed, and he kept this revolver during the trial of the case.

After Thorn's conviction there was no claimant for the pistol, so Downing got permission to keep it. He has discarded his own revolver in favor of this one, and he has a sort of fondness for it which he cannot explain himself.

Downing carried the pistol to Sing Sing.

cannot explain himself.

Downing carried the pistol to Sing Sing with him when he attended the execution of Thorn for this murder. Neither Thorn nor any of the other witnesses of that execution knew that in the death chamber at the time was the very weapon with which he crime was committed.

## SCOTT AND JUMBO. A Circus Man's Stories of the Little Man and the Big Elephant.

From the Washington Evening Star "Elephants are very peculiar animals. No one can possibly tell who they will take a notion to, or who they will turn against, and there is no telling in advance what they will do toward any one. They are more than women past finding out

The speaker was W H Gardner general agent of the Adam Forepaugh and Sells Bros' shows, who was in the city a few hours yesterday Mr Gardner has been around he world repeatedly. Continuing he said "The general supposition obtains that elephants may be handled only by the severest nethods. In some respects that is true stand any sort of punishment. They know their strength and will use it if provoked One of the most noted illustrations of this fact was Jumbo Mr Bailey purchased Jumbo from the Zoological Gardens of London He brought with I im Matthew Scott, who had charge of him from the time he first came from Siam to London "Now, Scott was one of the gentlest little

men ever seen. He has been working in Mr Bailey's menagerie since Jumbo's death. taking care of small animais and, by the way the same thing Jumbo was the only ele-phant he ever handled.

"When Jumbo arrived we all went down to the dock There had been enormous difficulties in getting him abourd the ship at London, and like difficulties were expected here in unloading him. Mr. Badey some Scott in to see Augho.

of the dock. There had been chormous afficulties in getting him, abourd the ship at London, and like difficulties were expected here in unloading him. Mr. Bader sout in to see Jumbo. The little man went in and began to talk to the biggest brate in the world since prehistoric times. His soft, gentle votce could suspeed be heard. With his hands empty 8-rott went up to Jambo in his foom, which had been but? upon the upper deck of the ship, and walked up to him condensity and said.

"Helio, Jambo. Noce old Jumbo. Won't you come with me, Jumbo? Come on, Jumbo. And a he loose ned Jumbo. Won't you come with me, Jumbo? Come on, Jumbo. And a he loose ned the chrins upon Jumbo ankies the hay fellow stephed but of the house and submitted anelly to the process of heitor housed of the ship by nearly with Jumbo all the time. He paid no attention to acts of the other electrons. Among these we have high and very bud eleghant willed Plat, who long since paid the death he seems the slar inductor of the heitst had been the slar inductor of the heitst and heavy had algebraic and Jumbo. Before Jumbo as a private Pilot had been the slar inductor of the heitst and heavy and heavy the slar inductor of the heitst and heavy and heavy the slar inductor is far him to be a house if he heitst and heavy the slar inductor is placed without making the wall as we know it.

"The examination of Jumbo Landing heitst making the standard he was before him the chart making heitst did he was before him the chart making heitst did he was before him the chart inductor he was before him the chart making the sould he was before him the chart making heitstand he was before him the chart making heitstand he was before him the chart and the protacting trains he says the head and Mr. Pilot was a broken and Mr. Pilot whose struck and his foor him to come.

DOUBLE CHESS, A NEW GAME. IT IS LIVELY AND CALLS FOR THE

CARD PLAYER'S SKILL. An Account of a New Form of Chess -Luck a Large Element in It -Each Player Sees Only His Own Pieces - An

Umpire Prevents Impossible Moves. London, April 25.-Chess has always been looked upon as the one great game in which there was no luck and in which the better player must always win. It has been a game in which proficiency meant a long and tedious study of openings and endings.

The one supreme faculty of the mind which it demanded of the expert was analysis, and in the master the ability to plan in advance a long series of moves. To become a first-class player one had to know all the book openings, down to the thirty-fifth variation of the first ten moves. Such a strain on the memory and upon the one faculty of analysis has driven many of the best players to the insane asylum.

The new game, which is called double chess, has changed all that. It has done away with all the book openings, and any one who knows the powers and moves of the pieces can start on an equal footing with the most accomplished book player of the old game.

The faculties of the mind which it calls into action are those of the card player, more than those of the chess strategist. Whist players with trained memories and the ability to draw inferences rapidly and correctly are the men who excel in double chess. Good pinochle players make sudden reputations at it and poker players find it quite as interesting as a

While the result of a long series of games must depend on superior skill, there is still in the game so large an element of chance and luck that the game has all the attractions of a combination of chess, whist and poker, and is entirely free from the long-drawn-out weariness of the ordinary game of chess. It is a continual succession of surprises, of lucky hits and of lost opportunities.

The game is played on three boards, ranged side by side, each with a full set of men. The men are set up in the ordinary way, all the white pieces being on the same side of the table on which the boards are placed.

There are three players, A. B and C, and a parti consists of three games. In the first A plays against B: in the second he plays against C, and in the third B plays against While A is playing against B in the first game, C is the umpire; in the next game B s the umpire, and in the third game A.

Suppose A has the white men for the first game. He takes one of the end boards and sits with the white men next him. His adversary, B sits at the other end board with the black men next him, so that A and B are on opposite sides of the table, but at different boards.

Between them at the middle board, sits the umpire. In order that neither of the players shall see the middle or umpire's board, screens are placed between the boards. These are about two feet high and project six inches or so beyond the edges of the boards. These screens, while they prevent the contestants from seeing any board but their own, allow the umpire to see both boards if he leans back a little The game begins by white moving first. He does so as quietly as possible and the umpire immediately duplicates the move on the middle board, at the same time calling "Play," as an intimation to the black to

Black has no means of telling what move white has made, so he must make one of his own. The umpire duplicates this move on the middle board and again calls "Play" or the white to go on

Each player in turn thus proceeds to nake several opening moves without the slightest idea of what moves have been made by his adversary, and all these moves have been duplicated on the middle board by the umpire, so that this middle board, which is unseen by either of the players, always represents the true position of both sides, as the pieces would be if the moves had taken place on only one board.

The object of this middle board is to prevent the players from making moves which would be impossible at chess and it is when the game is far enough advanced for these positions to arise that the real interest in the play begins, because it then becomes I possible for the players to infer something

with regard to any of the pieces, laft only as to pawns, and if he asks it and there is a capture, he must make that capture, whether he wants to or not. If he does not ask, he is not told, and the capture is not made. He can continue to ask this question, "Any?" as long as he has a pawn on the board. If there are two ways to make a capture the unique simply cays, "Yes," and the piece rice camp pawn until he hits upon our of the captures, and he must be captured, because the other player has no remain to try to move his some remains the capture. If he did he would not have capture. Ally? he long he be has a pawn on the capture the single are two ways to make a capture the single series to ways. You and the player frice each pawn until he his open one of the captures, and he must make the one he like on first, eyes if the only one way to make it capture. It has a finish better one if there is only one way to make the capture the coupars channes the square upen which the pace chands that is in he captured that gives in his is at which pairs it is.

Suppose thicks has a pawn of K K 5 and White the player has not should are in chose Toward the single and known as pawn of K K 5 and White has a pawn of K K 5 and White has a pawn of K K 5 the archest have been a pawn of K K 5 the archest has a pawn of K K 5 the archest has a pawn of K K 5 the separar indicated and known he imecaptured explained and known he imecaptured explained and known he imecaptured explained and known he imecaptured to have been and known he imecaptured the patients of pawns of a part of the samples of the samples of the patients of the fact thanks and known he imecaptured the patients of the fact thanks for a part of the samples of the samp When present he makes to be placed beautify to be addinguations the present of makes the present of makes to be addinguations in charty form the first and a content of the present of the

knows that he has taken something, but what it is he does not know. His adversary also knows that he has lost the piece that stood on that square, but what took it he does not know, except that as no "Any?" was asked, it was not a pawn.

To avoid this inference, a player will sometimes try his pawns diagonally without saying "Any?" and if he hits upon a capture it is announced in the same way as if made by a piece.

Suppose white wanted to move his Q B to K Kt 5 and that black had a pawn at K B 5. The umpire, looking at the middle board, could see that this pawn stopped the bishop from going to K Kt 5 and in answer to White's "Can I?" he would say "No."

"No."

Finding he cannot go so far, suppose the same bishop asked "Can I?" for K 3 and the answer was, "Play." he would know at once that some black piece stood on white's K B 4, because if the diagonal had been clear he could have made the first move asked, and if the piece was on K 3 he would have captured it. he would have captured it.

He therefore, places some one of black'

pieces on that square, no matter what one, so that he keeps a note that there is something there. If black now asks "Any?" and white loses his bishop, he knows that a pawn stood at black's K B 5. If the answer is "No" white knows that it was not a pawn that interfered with his move, and he puts some other black piece there. Suppose that after a few moves white is told that his Q B's pawn is captured He assumes that it must have been taken by a bishop and that it must have been taken by a bishop and that this bishop is guarded by the black queen at K Kt 3. This places two of black's pieces if the inference is correct, and white might jump a knight out to K R 4 to put this queen en prise.

A great many captures are stumbled upon by accident while some are correctly

by accident, while some are correctly guessed at. As these captures and re-captures accumulate and pieces are removed from the board each player knows that the opposing forces have been reduced by so many units and some pieces must be removed from the board at the time of each capture so as to keep account of these

As the board thins out and the pieces move more freely it becomes more and more easy to correct the mistakes made earlier in the game, such as supposing that the piece captured was a knight when it must have been a bishop, as the knight supposed to be gone is evidently still on the board.

Pawns that were supposed to have vanished are found to be still there, as they must be the guards to pieces when you take and are recaptured. A great deal of skill and cunning may be displayed in so sain and cunning may be displayed in so moving the long range pieces as to find out what stands on various files or diagonals.

In the matter of checks, as soon as a piece is moved which puts the adverse king in check the umpire says: "Check on the rank," if the check is from the side; "Check on the file," if it is from front or rear; "Check on the short diagonal," if it is from the short the short the short of the sh s from the shorter of the diagonals running is from the shorter of the diagonals running from the king's position to the side of the board: "Check on the long," if it is from the other diagonal. No matter what the position of the king the diagonals to the side of the board must always be of un-

equal lengths No intimation is given by the umpire a what piece gives the check, nor where stands. A diagonal check may be from stands

pawn, bishop or queen. To get out of check the player may move his king or may try to interpose or to capture When the checking adversary hears the question "Can I?" he does not know whether it is the king that is moved or a piece that is nterposed. If an attempt is made to move the king

out of check and the umpire says "No," the player at once knows that there is a piece on that square or that a piece covers it, making it still check. If it is a piece it must be protected, or the king would make a capture.

Check from the knight is announced as such, but no intimation of the direction the check comes from. The player may think the knight is on a certain square, covered by his own bishop, and he may ask "Can I?"

noping to capture the knight. If he is old "No" he knows that the knight is not here and that his king is still in check. Discovered checks are announced like any others, no notice being taken of the fact that the check was not intentional. When a layer gets a check on the rank with his queen, he can often find the exact position

of the king by trying a check on the diagonal.

The umpire must be very careful to keep
the exact position of the pieces belonging to each player, and to notify the player the moment he attempts a move that cannot be made, but he must never give the slight est hint as to why it cannot the player asks if he can go to a certain square and there is a piece on that square, he must take it, but although his adversary then knows that there is a piece on that square, he is not compelled to recapture it except with a pawn, and then only if he asks "Any?" which would be a superfluous question when he is certain that a piece stands on a certain square commanded by

If he does not wish to make any captures with a certain pawn he says nothing, but pushes it straight ahead. When it can go no further the umpire will stop him.

In moving, when told "No," a player may attempt as many moves as he pleases with the same piece. For instance, he may try to move his king in four or five different ways, just to find out what squares

round that king are occupied or covered.

He cannot tell why the king cannot go to a certain square, as the umpire is not allowed to say whether it is a piece or a possible for the players to infer something of the positions occupied by the opposing forces and they begin to guess what the pieces are that occupy certain positions and to pull out their adversary's men and place them accordingly.

In doing this, they of course make many absurd mistakes, and the white player will not only place the black men on the wrong squares, but will pur pawns where wrong squares, but will pur pawns where

will not only place the black men on the wrong squares, but will put pawns where bishops ought to be and knights where there are rooks. The umpire cares nothing about these mistakes and says nothing to correct the player. He simply keeps the true position on his own board.

The whole garee consists in correctly inferring the position of the enemy's pieces. The manner in which these positions are discovered at this.

The pawns are usually thrown out first in open formation. After a move or two each player, before making his move, may ask "Any?" This means "Is there any pown capture on the board for me?"

He is not allowed to ask this question with regard to any of the pieces, bit only as to pawns, and if he asks it and there is a not dream of it, because he has placed.

K R 5, covering white's K K i with a check. K R 5 with a check. K R 5, which will enlighten lim.

As the game advances it is extremely interesting to the spectators to watch the difference between the two boards. Each difference between the two boards. Each of the pawns are necessary bayer, of course, has his own men correctly placed, but he will make the most richeulous mistakes as to the position and strength of his adversary's forces.

The white king may work round to this position to try a capture on black's K R 5, which will enlighten lim.

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The white player will have the black credited with three pawns, a rook and a knight, when as a matter of fact black has queened two of these pawns and has two knights and no rook. It often happens that a player has a mate in one or two moves on the unpire's beard but he does not dream of it, because he has placed the adverse sing on the other side of the

In skirmishing round for position a pinyer



AN EDUCATIONAL CONTEST

14 Prizes to Be Awarded

To the Value of

TWO HUNDRED AND \$250.00 \$250.00 FIFTY DOLLARS

To readers of THE SUN who may enter this Educational Contest will be awarded the following prizes for the hest 14 replies:
1st Prize: THE BEST 12 STANDARD VOLUMES OF REFERENCE: 4 Mo-2d Prize: THE BEST 12 STANDARD VOLUMES OF REFERENCE, silk cloth

3d, 4th, 5th, 6th, 7th Prizes, 12-Volume Set of SHAKESPEARE, 1/2 Morocco 8th, 9th, 10th, 11th, 12th, 13th, 14th: Choice Popular Work of Fiction, \$1.50 Twenty-one (21) Questions will be asked in VII, series of three (3) questions each, appearing in THE SUNDAY SUN for seven (7) consecutive Sundays, beginning March 30, and ending May 11th. These questions will test the reader's fund of general information. They are not "Catch Questions," but have for their solution simply interesting facts that are not generally known. Answers should be sent to THE EDUCATIONAL CONTEST BUREAU, and all answers must be received on or before May 15, 1902.

This contest will prove exceedingly interesting to you, and the work of looking up the answers will prove to be valuable, this being the main object of this Educational Process. The prizes will be given for the best an wars to the entire Seven series (21 questions). The winning papers will be elected not only for correctness, but for clearness, conciseness and completeness of expression.

SERIES 1.

1st Question: What famous rebellion is called a mutiny?

2d Question: What does Ovid say about sympathetic ink?

3d Question: Who invented and made the first typewriting machine in the United States?

SERIES 2. 4th Question: Of what country was the turkey a native?

5th Question: Who was the founder of Tammany? 6th Question: When and by whom was the

spinning-jenny invented?

SERIES 3. 7th Question: What is the meaning of excise, and when did the system first come into use?

8th Question: Who invented the rifle now used by the United States Army?

9th Question: In what year was the largest day's business transacted in the New York Stock Exchange?

SERIES 4.

10th Question: What archipelago is named for a famous European statesman of our time?

11th Question: Who named the Kathode rays? 12th Question: What American General was court-martialed and dismissed from the service for

alleged misconduct in the face of the enemy, and was restored to his rank after twenty-three years?

SERIES 5.

13th Question: Where is the University of South Dakota?

14th Question: What is Tillamook? 15th Question: Who was Chukei Ino?

SERIES 6. 16th Question: Where in the United States are the best firebricks made?

17th Question: What is the origin of Blue Monday? 18th Question: What was the iron crown of

Lombardy made from ?

All Answers Should Re Addressed to THE EDUCATIONAL CONTEST BUREAU

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